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APPLICATION NO.	FILING DATE	FIRST NAMED INVENTOR	ATTORNEY DOCKET NO.	CONFIRMATION NO.
09/505,678	02/17/2000	Lawrence Stallman	2135.650	7646

7590

11/26/2003

Geoffrery r myers  
Hall Priddy & Myers  
10220 River Road  
Suite 200  
Potomac, MD 20854

EXAMINER
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SAADAT, CAMERON

ART UNIT	PAPER NUMBER
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3713

DATE MAILED: 11/26/2003

19

Please find below and/or attached an Office communication concerning this application or proceeding.

**Office Action Summary**

Application No.

09/505,678

Applicant(s)

STALLMAN ET AL.

Examiner

Cameron Saadat

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-- The MAILING DATE of this communication appears on the cover sheet with the correspondence address --

**Period for Reply**

A SHORTENED STATUTORY PERIOD FOR REPLY IS SET TO EXPIRE 3 MONTH(S) FROM THE MAILING DATE OF THIS COMMUNICATION.

- Extensions of time may be available under the provisions of 37 CFR 1.136(a). In no event, however, may a reply be timely filed after SIX (6) MONTHS from the mailing date of this communication.
- If the period for reply specified above is less than thirty (30) days, a reply within the statutory minimum of thirty (30) days will be considered timely.
- If NO period for reply is specified above, the maximum statutory period will apply and will expire SIX (6) MONTHS from the mailing date of this communication.
- Failure to reply within the set or extended period for reply will, by statute, cause the application to become ABANDONED (35 U.S.C. § 133).
- Any reply received by the Office later than three months after the mailing date of this communication, even if timely filed, may reduce any earned patent term adjustment. See 37 CFR 1.704(b).

**Status**

- 1) ☒ Responsive to communication(s) filed on 16 October 2003.
- 2a) ☐ This action is **FINAL**. 2b) ☒ This action is non-final.
- 3) ☐ Since this application is in condition for allowance except for formal matters, prosecution as to the merits is closed in accordance with the practice under *Ex parte Quayle*, 1935 C.D. 11, 453 O.G. 213.

**Disposition of Claims**

- 4) ☒ Claim(s) 39-46 and 49-51 is/are pending in the application.
- 4a) Of the above claim(s) \_\_\_\_\_ is/are withdrawn from consideration.
- 5) ☐ Claim(s) \_\_\_\_\_ is/are allowed.
- 6) ☒ Claim(s) 39-46 and 49-51 is/are rejected.
- 7) ☐ Claim(s) \_\_\_\_\_ is/are objected to.
- 8) ☐ Claim(s) \_\_\_\_\_ are subject to restriction and/or election requirement.

**Application Papers**

- 9) ☐ The specification is objected to by the Examiner.
- 10) ☐ The drawing(s) filed on \_\_\_\_\_ is/are: a) ☐ accepted or b) ☐ objected to by the Examiner.  
Applicant may not request that any objection to the drawing(s) be held in abeyance. See 37 CFR 1.85(a).  
Replacement drawing sheet(s) including the correction is required if the drawing(s) is objected to. See 37 CFR 1.121(d).
- 11) ☐ The oath or declaration is objected to by the Examiner. Note the attached Office Action or form PTO-152.

**Priority under 35 U.S.C. §§ 119 and 120**

- 12) ☐ Acknowledgment is made of a claim for foreign priority under 35 U.S.C. § 119(a)-(d) or (f).  
a) ☐ All b) ☐ Some \* c) ☐ None of:  
1. ☐ Certified copies of the priority documents have been received.  
2. ☐ Certified copies of the priority documents have been received in Application No. \_\_\_\_\_.  
3. ☐ Copies of the certified copies of the priority documents have been received in this National Stage application from the International Bureau (PCT Rule 17.2(a)).  
\* See the attached detailed Office action for a list of the certified copies not received.
- 13) ☐ Acknowledgment is made of a claim for domestic priority under 35 U.S.C. § 119(e) (to a provisional application) since a specific reference was included in the first sentence of the specification or in an Application Data Sheet. 37 CFR 1.78.  
a) ☐ The translation of the foreign language provisional application has been received.
- 14) ☐ Acknowledgment is made of a claim for domestic priority under 35 U.S.C. §§ 120 and/or 121 since a specific reference was included in the first sentence of the specification or in an Application Data Sheet. 37 CFR 1.78.

**Attachment(s)**

- 1) ☒ Notice of References Cited (PTO-892) 4) ☐ Interview Summary (PTO-413) Paper No(s). \_\_\_\_\_
- 2) ☐ Notice of Draftsperson's Patent Drawing Review (PTO-948) 5) ☐ Notice of Informal Patent Application (PTO-152)
- 3) ☐ Information Disclosure Statement(s) (PTO-1449) Paper No(s) \_\_\_\_\_ 6) ☐ Other:

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**DETAILED ACTION**

In view of the Appeal brief filed on 10/16/03, PROSECUTION IS HEREBY REOPENED. A new ground of rejection is set forth below. Claims 39-46 and 49-51 are pending in this application. Claims 1-38 and 47-48 have been cancelled.

To avoid abandonment of the application, appellant must exercise one of the following two options:

(1) file a reply under 37 CFR 1.111 (if this Office action is non-final) or a reply under 37 CFR 1.113 (if this Office action is final); or,

(2) request reinstatement of the appeal.

If reinstatement of the appeal is requested, such request must be accompanied by a supplemental appeal brief, but no new amendments, affidavits (37 CFR 1.130, 1.131 or 1.132) or other evidence are permitted. See 37 CFR 1.193(b)(2).

The non-final rejection mailed 4/16/03 is hereby withdrawn in favor of the following non-final action. The extended prosecution of this application is respectfully regretted.

***Claim Rejections - 35 USC § 103***

1. The following is a quotation of 35 U.S.C. 103(a) which forms the basis for all obviousness rejections set forth in this Office action:

(a) A patent may not be obtained though the invention is not identically disclosed or described as set forth in section 102 of this title, if the differences between the subject matter sought to be patented and the prior art are such that the subject matter as a whole would have been obvious at the time the invention was made to a person having ordinary skill in the art to which said subject matter pertains. Patentability shall not be negated by the manner in which the invention was made.

2. The factual inquiries set forth in *Graham v. John Deere Co.*, 383 U.S. 1, 148 USPQ 459 (1966), that are applied for establishing a background for determining obviousness under 35 U.S.C. 103(a) are summarized as follows:

1. Determining the scope and contents of the prior art.
2. Ascertaining the differences between the prior art and the claims at issue.
3. Resolving the level of ordinary skill in the pertinent art.
4. Considering objective evidence present in the application indicating obviousness or nonobviousness.

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3. Claims 39, 41, 43, 49-51 are rejected under 35 U.S.C. 103(a) as being unpatentable over Gross et al. (U.S. Patent No. 5,864,481; hereinafter Gross) in view of '3DZoneMaster', collectively referenced to <www.proxy-ms.co.il/pegasus.htm> (1998), <www.mpog.com/reviews/hardware/controls/-techmedia/3dzone> (1997), <www.gamesdomain.co.uk/-gdreview/zones/review/hardware/-jan98/3dz\_prnt.html> (Jan. 1998), and <www.gamersu.com/reviews/hardware.sap?id=11> (hereinafter "*3DZoneMaster*").

Regarding claim 39, Gross discloses a portable, wearable, information apparatus for collecting, coordinating, and communicating information, said system being capable of providing real-time situational awareness in armed conflict conditions, said system comprising: a power supply (column 6, lines 53-57); a computer 200 for controlling functions of the apparatus; a software interface 300 for interacting with the computer; a display for displaying information processed by the computer (column 1 line 46); a weapon communicable connected to the computer (column 7, lines 8-12), and having a trigger for firing the weapon; the weapon having a grip for handling the weapon, said grip located adjacent the trigger; the weapon having a barrel including a bore, said bore having an axis extending longitudinally therethrough (see Fig. 5); wherein the software interface is controlled by weapon mounted cursor control device 250 for positioning a cursor (column 5, line 51) and an actuating mechanism for performing control, selection, and action functions on the software interface (column 5, lines 55-58).

Gross further teaches computer control pad 550 located directly on the weapon proximal to the portion of the grip, mounted for access while maintaining the user's hand in the firing position (column 7, lines 50-56). It is not explicitly disclosed that the computer control pad is located on a rear facing portion of the grip such that a right and left handed user can access the control pad employing a thumb.

However, *3DZoneMaster* discloses a pistol-type pointing device for computer system. The references teach using the device as a substitute of typical computer input devices, such as a mouse or trackball. As suggested by its name, the device is intended for use as a controller in three-dimensional games. See *www.gamersu.com*, pp. 1-2; *www.gamesdomain.co.uk*, pp. 2-3. Particularly, the controller was sold bundled with the *VIRTUA SQUAD*; a 3-D pistol-shooting game for home computers released by

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Sega, Inc. in 1997 which, in turn, is derived by *VIRTUA COP*; a 3-D pistol-shooting arcade game released by Sega, Inc. in 1994. Thus, the references clearly teach a pistol-device controller for shooting games.

Furthermore, *3DZoneMaster* teaches the following features:

- a. A pistol device for use with personal computing systems to play games such as *VIRTUA COP* wherein target images are displayed on a CRT as commanded by a processor executing game instructions wherein the images are representative of the player's field of view. See *www.gamesdomain.co.uk*, pp. 2-3.
- b. A pistol, connectable to the game processing means, comprising
  - i. A grip supporting a frame which defines a shooting axis. See *www.gamersu.com*, p. 1. More specifically, the device is formed to resemble a pistol with a grip and a barrel, wherein the barrel forms a frame that defines the shooting axis.
  - ii. Means for triggering shots being activated by the player to send a shooting instruction to the game processing means at an instant chose by the player. More specifically, the device provides a trigger button. See *www.proxy-ms.co.il*, p. 1. For example, in playing a shooting-game such a *VIRTUA COP*, the trigger button would send shooting instruction.
  - iii. As taught by the reference, players may use the hat-switch, located on the rear facing portion of the grip, to move and the 3-D position sensor for changing the view. See *id.*

Thus, at the time of the invention, it would have been obvious to a person of ordinary skill in the art to modify the control mechanism described in Gross, by providing a control mechanism located on a rear facing portion of the grip such that the control mechanism can be accessed by employing a thumb, in light of the teachings of '3DzoneMaster' in order to allow a user to utilize keyboard, joystick, and cursor control commands with one controller, in a shooting scenario, thereby allowing the user to adjust controls and use features of the weapon without removing the hand from the firing position (Gross et al., column 7, lines 52-56).

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Regarding claim 41, Gross discloses an apparatus further comprising a software interface comprising at least one pull-down menu (column 5, line 57) containing words being alternately descriptive of combat scenarios and directives (column 12, line 61); a message window for receiving and displaying words selected from the pull-down menu; and a means for selectively transmitting a message contained in the message window (column 12, lines 62-65).

Regarding claim 43, Gross discloses a portable, wearable, information apparatus for collecting, coordinating, and communicating information, said system being capable of providing real-time situational awareness in armed conflict conditions, said system comprising: an input/output device for interfacing the computer with components of the system (column 2, lines 64-65), wherein the input/output device comprises voltage converters 244, data relays, and plug-in/plug-out connectors for providing means for quickly removing and exchanging components (column 1, lines 60-64; column 3, lines 22-30); a display for displaying information processed by the computer (column 1 line 46); a voiceless, wireless communication means (column 12, lines 62-63); a user position location device 245; a power supply (column 6, lines 53-57); a computer 200 for controlling functions of the apparatus; a software interface 300 for interacting with the computer; a weapon communicable connected to the computer (column 7, lines 8-12), and having a trigger for firing the weapon; the weapon having a grip for handling the weapon, said grip located adjacent the trigger; the weapon having a barrel including a bore, said bore having an axis extending longitudinally therethrough (see Fig. 5); wherein the software interface is controlled by weapon mounted cursor control device 250 for positioning a cursor (column 5, line 51) and an actuating mechanism for performing control, selection, and action functions on the software interface (column 5, lines 55-58). Gross further teaches computer control pad 550, located directly on the weapon on a rear facing portion of the grip, mounted for access by users while maintaining the user's hand in the firing position (column 7, lines 50-56). It is not explicitly disclosed that the computer control pad is located on a rear facing portion of the grip such that a right and left handed user can access the control pad employing a thumb.

However, *3DZoneMaster* discloses a pistol-type pointing device for computer system. The references teach using the device as a substitute of typical computer input devices, such as a mouse or

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trackball. As suggested by its name, the device is intended for use as a controller in three-dimensional games. See *www.gamersu.com*, pp. 1-2; *www.gamesdomain.co.uk*, pp. 2-3. Particularly, the controller was sold bundled with the *VIRTUA SQUAD*; a 3-D pistol-shooting game for home computers released by Sega, Inc. in 1997 which, in turn, is derived by *VIRTUA COP*; a 3-D pistol-shooting arcade game released by Sega, Inc. in 1994. Thus, the references clearly teach a pistol-shaped controller, wherein a control pad is located on a rear facing portion of the grip such that a right and left handed user can access the control pad employing a thumb.

Furthermore, *3DZoneMaster* teaches the following features:

- a. A pistol device for use with personal computing systems to play games such as *VIRTUA COP* wherein target images are displayed on a CRT as commanded by a processor executing game instructions wherein the images are representative of the player's field of view. See *www.gamesdomain.co.uk*, pp. 2-3.
- b. A pistol, connectable to the game processing means, comprising
  - i. A grip supporting a frame which defines a shooting axis. See *www.gamersu.com*, p. 1. More specifically, the device is formed to resemble a pistol with a grip and a barrel, wherein the barrel forms a frame that defines the shooting axis.
  - ii. Means for triggering shots being activated by the player to send a shooting instruction to the game processing means at an instant chose by the player. More specifically, the device provides a trigger button. See *www.proxy-ms.co.il*, p. 1. For example, in playing a shooting-game such a *VIRTUA COP*, the trigger button would send shooting instruction.
  - iii. As taught by the reference, players may use the hat-switch, located on the rear-facing portion of the grip, to move and the 3-D position sensor for changing the view. See *id.*

Thus, at the time of the invention, it would have been obvious to a person of ordinary skill in the art to modify the control mechanism described in Gross, by providing a control mechanism located on a rear facing portion of the grip such that the control mechanism can be accessed by employing a thumb, in

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light of the teachings of '3DzoneMaster' in order to allow a user to utilize keyboard, joystick, and cursor control commands with one controller, during a shooting scenario, thereby allowing the user to adjust controls and use features of the weapon without removing the hand from the firing position (Gross et al., column 7, lines 52-56).

Regarding claim 49, Gross discloses an apparatus wherein words which are contained in the pull-down menu may be input by a user (column 12, line 64).

Regarding claim 50, Gross discloses an apparatus wherein the input/output device, but does not explicitly disclose a digital/analog data converting means. However, it is the examiner's position the use of digital/analog data converting means is notoriously old and well known for converting digital pulses into analog signals so that the signal can be used by an analog device, such as the speaker disclosed by Gross (column 9, line 9). At the time of the invention, it would have been obvious to a person of ordinary skill in the art to modify the input/output device described by Gross, by providing a digital/analog converting means, for converting digital pulses into analog signals so that the signal can be used by an analog device, such as a speaker.

Regarding claim 51, Gross discloses an apparatus wherein the input/output device further includes video format converting means (column 5, line 64).

4. **Claims 40, 42 and 44-46, are rejected under 35 U.S.C. 103(a) as being unpatentable over Gross et al. (U.S. Patent No. 5,864,481; hereinafter Gross) in view of '3DZoneMaster', collectively referenced to <www.proxy-ms.co.il/pegasus.htm> (1998), <www.mpog.com/reviews/hardware/controls/-techmedia/3dzone> (1997), <www.gamesdomain.co.uk/-gdreview/zones/review/hardware/-jan98/3dz\_prnt.html> (Jan. 1998), and <www.gamersu.com/reviews/hardware.sap?id=11> (hereinafter "3DZoneMaster"), further in view of Magid et al. (U.S. Patent No. 5,764,873; hereinafter Magid).**

Regarding claims 40 and 44, Gross discloses a software interface 300, comprising a graphical icon-based user interface (column 12, line 50), embodied in a computer readable medium communicably connected to a weapon mounted cursor control device. The combination of Gross and '3DzoneMaster' does not explicitly disclose a specific click-and-carry method of cursor control. However, Magid, discloses



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a click-and-carry method of cursor control comprising in sequence: orienting a cursor at a first location proximal a graphical icon displayed; depressing an actuating mechanism to select the graphical icon (column 8, line 25); releasing the actuating mechanism (column 8, lines 31-32); orienting the cursor at a second location physically separate from the first location; depressing the actuating mechanism to release the graphical icon at the second location (column 9, lines 11-12). Hence, it would have been obvious to a person of ordinary skill in the art to modify the user interface described in the combination of Gross and '3DzoneMaster' by providing a modified click-and-carry method of cursor control, in light of the teachings of Magid et al., in order to allow a user to move icons without requiring the user to hold a button, actively depressed during the move (see Magid et al., column 8, lines 7-14).

Regarding claim 45, Gross discloses an apparatus further comprising a software interface comprising at least one pull-down menu (column 5, line 57) containing words being alternately descriptive of combat scenarios and directives (column 12, line 61); a message window for receiving and displaying words selected from the pull-down menu; means for selectively transmitting a message contained in the message window (column 12, lines 62-65).

Regarding claims 42 and 46, '3DzoneMaster' further discloses that the control mechanism is a (joystick) hat switch, See [www.gamesdomain.co.uk](http://www.gamesdomain.co.uk) P. 1, ¶¶ 2-3).

### ***Response to Arguments***

In view of the Appeal brief filed on 10/16/03, PROSECUTION IS HEREBY REOPENED. A new ground of rejection has been set forth. This action is NON-FINAL.

### ***Conclusion***

Any inquiry concerning this communication or earlier communications from the examiner should be directed to Cameron Saadat whose telephone number is 703-305-5490. The examiner can normally be reached on M-F 8:00 - 5:00.

If attempts to reach the examiner by telephone are unsuccessful, the examiner's supervisor, Teresa J Walberg can be reached on 703-308-1327. The fax phone number for the organization where this application or proceeding is assigned is 703-872-9302.<sup>6</sup>


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Any inquiry of a general nature or relating to the status of this application or proceeding should be directed to the receptionist whose telephone number is 703-308-1148.

*CS*  
CS

  
Teresa Walberg  
Supervisory Patent Examiner  
Group 3700